# Tvorba 3D modelů - Blender

- https://www.blender.org
- různé operační systémy
- zdrojový kód
- manuály
- příklady
- videa s návody

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# **Ovládání**

- menu + mouse + klávesové zkratky
- Object Mode × Edit Mode
- přídavné balíčky Add-ons
  - https://blender-addons.org/
  - https://extensions.blender.org/add-ons/
  - https://blendermarket.com/
- scripty

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# Klávesové zkratky

- x smazat
- s scale
- g presun
- Alt + d duplikace, zmeny v Edit mode se projeví i v kopii
- Shift + d duplikace, zmeny se v kopii neprojeví
- Shift + a pridání objektu
- TAB přepíná Object a Edit mode
- Ctrl-z návrat o krok zpět

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# Nastavení

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### Import



# **Object Mode**



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# **Object Mode**



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# **Object Mode**



#### Array



#### Koule



#### Modifikátor - Bevel



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#### **Bevel - Edit mode**



# **Solidify**



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#### **Extrude**



#### Cut

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### Cut



### Cut+Extrude



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### Přechod čtverec-kruh



### Porovnání

- OpenSCAD
- FreeCAD
- Blender

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